For questions or problems join discord : https://discord.com/invite/sEWwDGr For Arcade vehicle physics check out Ash Vehicle Physics: http://u3d.as/2ktP

Monster Truck Asset - Monster truck 1 - PC, Mac & Linux Standalone - Unity 2020.3.30f1 Personal <DX11>

Input Manager

Monster Truck Asset - Monster truck 1 - PC, Mac & Linux Standalone - Unity 2020.3.30f1 Personal* <DX11>
File Edit Assets GameObject Component Cinemachine Tools Window Help

oo Game Display 1 ▼ 16:9 Aspect

Give references to:

Then click on create Monster Truck.

won't hit the ground too often.

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o Game display 1 ▼ 16:9 Aspect

Torque

Angular Speed

Max Turn Angle

All Wheel Drive

Down Force

Monster Truck Asset - Monster truck 1 - PC, Mac & Linux Standalone - Unity 2020.3.30f1 Personal* <DX11>

Truck controller script present on the top most parent of Monster Truck.

First of All Make sure you have Cinemachine package installed. By going to package manager in unity registry and searching cinemachine.

Project Settings

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There are three presets for Input manager, Physics, Tags and layers. go to project settings and select the presets for input manager, physics, tags and layers respectively. Monster Truck Asset - Monster truck 1 - PC, Mac & Linux Standalone - Unity 2020.3.30f1 Personal <DX11> ₩ 💠 Ø 🗵 🖽 💥 🗸 🛛 Pi ■ Package Manage

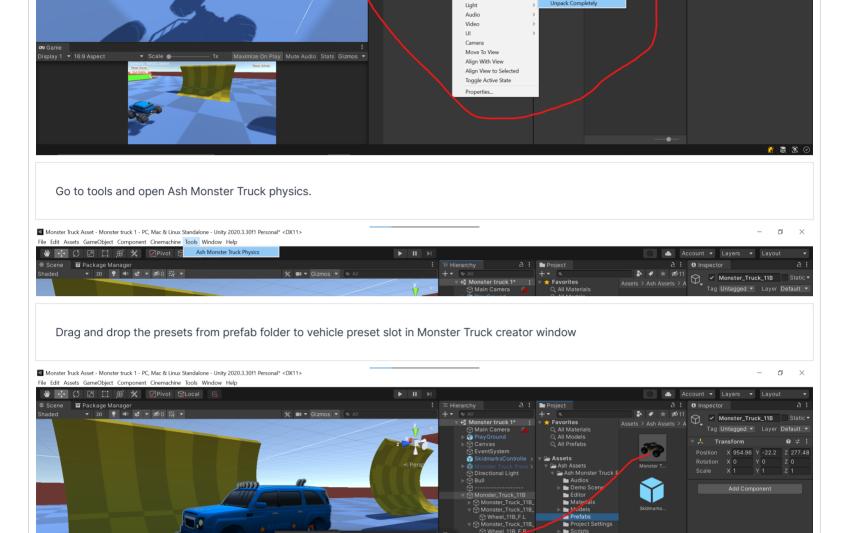
Make sure you have assigned drivable layer to all the surfaces you want your vehicle to be drivable on (like road, terrain, plane). Check the demo scene for better understanding. **Quick Setup** Unpack your vehicle prefab completely and remove all colliders and rigid body components if present on vehicle.

Сору

Duplicate

3D Object

Select Children Set as Default Parent Create Empty Create Empty Paren



Monster Truck Body: Main parent of your Monster Truck (Top most). Wheel FL : front left wheel. Wheel FR : front right wheel . Wheel RL : rear left wheel. Wheel RR : rear right wheel. **Axel Front** : front Axel (that Connect front wheels). if your model don't have it, then you can ignore it. : Back Axel (that Connect Back wheels). if your model don't have it, then you can ignore it. Axel Back : mesh renderer of your Monster Truck Body. **Body Mesh** Wheel Mesh : mesh renderer of any of the 4 wheels.

Monster Truck Asset - Monster truck 1 - PC, Mac & Linux Standalone - Unity 2020.3.30f1 Personal* <DX11> ð File Edit Assets GameObject Co Now you can adjust the collider manually if you want that is present on Body Collider GameObject. You may want to reduce the collider size.

for example in the z axis, so that the wheels will hit the wall first and players will be able to do a flip. and also in x,y axis so that the body

Monster Truck Controller (Script) **⊕** ‡ # MonsterTruckController **Vehicle Stats**

2000

2000

1000

40

Now add skidmark Controller prefab from prefab folder in the scene (if not added) and hit play and play around with the values in Monster

All Wheel Turn All Wheel Brake Raydistance 1.830467 Skid Width 0.6241757 Drivable drivable Center Of Mass \odot COM (Transform) ▶ Steering Joint 4 Wheel Joints Audio settings **Engine Sound** \odot ■ Monster Truck Preset(Clone) (Audio Source) Min Pitch 0.3 Max Pitch Suspension Joints (Script) SuspensionJoints Suspension Force 600 Damper Force 10 0.98 **Anchor Offset** ▶ Suspension_Cj Rigidbody 0 ;‡ Reset Vehicle (Script) ResetVehicle ✓ Audio Source **8** ‡ Add Component This scripts present on the top most parent of the Monster Truck. You only need to worry about These parameters : -

Max Turn Angle: Max angle in degrees aloud for wheels to turn. **Down Force** : This helps in getting more grip on wheels. Its a force on vehicle body downward. All Wheel Drive : if checked, all wheels will have acceleration (else only back wheels). All Wheel Turn : if checked, all wheels can turn (else only fronts wheels).

All Wheel Brake : if checked, all wheels have brake (else only back wheels).

Monster Truck Controller:

Torque

Angular Speed

Ray Distance

skid width

Min Pitch

Max Pitch

Suspension Joint Script: -

want. : layer that you want your vehicle to be drivable on. It will be drivable on all surface but on Drivable surface it will add

: This is the ray distance to check if vehicle is grounded. It will be automatically calculated when you create a monster truck

: Width of the skid marks. this will be automatically calculated when you create a monster truck but you can change if you

: Angular Force that should be applied on wheels to reach target angular speed. (not in real life units)

Drivable downforce which means vehicles grip is more on this surface. Centre Of mass : this helps in stabilizing vehicle if its about to flip. its position will also be automatically calculated when you create monster truck but you can change later. keeping it around wheels height is good. if you don't want it to be stabilize then just reset its(COM) position. **Engine Sound** : Audio source of engine sound. you can change engine audio clip but it should be loop able.

but if you want you can change it too later (not needed/recommended).

: its is the target angular speed of wheels. (not in real life units)

Damper Force : Damper Force of the spring. **Anchor offset** : From which point should the axels attached to the vehicle body.

: Minimum pitch of engine sound (at 0 speed).

: Maximum pitch of engine sound (at Max speed).

Suspension Force: it is the spring force of suspension (how soft or stiff it should be).